

ABSTRACT

5        A 3-D digital projection display 60 that uses a  
quadruple memory buffer 63-66 to store and read processed  
video data for both right-eye and left-eye display.  
Video data is processed at a 48-frame/sec rate and readout  
twice (repeated) to provide a flash rate of 96 (up to 120)  
10 frames/sec, which is above the display flicker threshold.  
Data is synchronized with a headset or goggles with the  
right-eye and left-eye frames being precisely out-of-phase  
to produce a perceived 3-D image.

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